NOKIA 640

NOKIA MOBILE PHONES LTD.
MADE IN FINLAND Model:640

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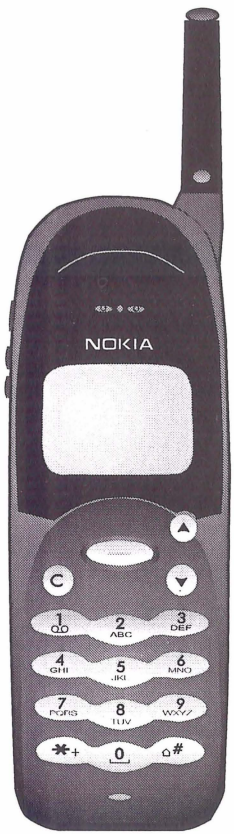
User guide



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Issue 1

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For your safety

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Further detailed information is given in this manual.

ROAD SAFETY COMES FIRST

Don't use a hand-held phone while driving; park the vehicle first.

INTERFERENCE

All wireless phones may get interference which could affect performance.

SWITCH OFF IN HOSPITALS

Follow any regulations or rules. Switch phone off near medical equipment.

SWITCH OFF IN AIRCRAFT

Wireless phones can cause interference. Using them on aircraft is illegal.

SWITCH OFF WHEN REFUELLING

Don't use phone at a refuelling point. Don't use near fuel or chemicals.

SWITCH OFF NEAR BLASTING

Don't use phone where blasting is in progress. Observe restrictions, and follow any regulations or rules.

USE SENSIBLY

Use only in the normal position (to ear). Don't touch the antenna unnecessarily.

USE QUALIFIED SERVICE

Only qualified service personnel must install or repair equipment.

ACCESSORIES AND BATTERIES

Use only approved accessories and batteries. Do not connect incompatible products.

CONNECTING TO OTHER DEVICES

When connecting to any other device, read its user's guide for detailed safety instructions. Do not connect incompatible products.

MAKING CALLS

Ensure the phone is switched on and in service. Enter the phone number, including the area code, then press ⊂ **Call**. To end a call press ⊂ **End**. To answer a call press ⊂ **Answer**.

EMERGENCY CALLS

Ensure the phone is switched on and in service. Press © as many times as needed (e.g. to exit a call , to exit a menu etc.) to clear the display. Enter the emergency number, then press ⊂ **Call**. Give your location. Do not end the call until told to do so.

General information

The wireless phone described in this guide is approved for use on the NMT 450 network.

A number of features included in this guide are called Network Services. They are special services provided by wireless service providers. Before you can take advantage of any of these Network Services, you must subscribe to these service(s) from your home service provider and obtain instructions for their use.

Warning!

Use only batteries, charger and accessories approved by the phone manufacturer for use with this particular phone model. The use of any other types will invalidate any approval or warranty applying to the phone, and may be dangerous. For availability of approved accessories, please check with your dealer. When you disconnect the power cord of any accessory, grasp and pull the plug, not the cord.

This apparatus is intended for use when supplied with power from ACP-7, ACP-8, ACP-9, LCH-9, HFU-2 battery chargers. Other usage will invalidate any approval given to this apparatus and may be dangerous.

Access codes

The access codes described in this chapter help you protect against unauthorised use of your phone.

When asked for any of the access codes, key in the proper code and press OK. If you make a mistake, first delete the digit with C and then key in the correct one.

Note: Avoid using access codes similar to emergency numbers, such as 112, to prevent accidental dialling of the emergency number.

Security code

The security code is supplied with the phone. It protects your phone against unauthorised use. Keep the code secret and in a safe place, separate from the phone.

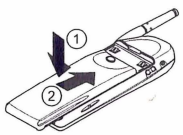
PIN code

The PIN (Personal Identity Number) code protects your phone against unauthorised use. The default PIN code is 0000. Please change the PIN code with Menu 4 3 2, Security Settings, change PIN code. When the PIN code request is enabled the code is asked each time the phone is switched on. If you enter an incorrect PIN code three times you need to know the security code to be able to use the phone again.

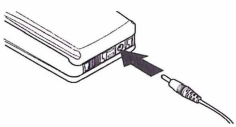
Quick start

Note: For further information about these functions, see the appropriate pages of this user guide.

Before you can use your new Nokia 640 phone, attach the battery to your phone.

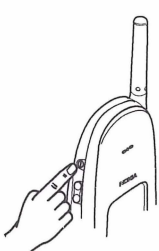


Charge the battery.



Note: A new NiMH battery must be charged for at least 16 hours before you can use your phone.

To switch the phone on/ off, press ⏻.



To make a call:

- If your phone is within the network service area (if the O symbol appears on the display), you can make a call.
- Make sure your phone's antenna is fully extended.
- Key in the phone number (including the area code).
- Press **Call** to make a call.
- Press **End** to end a call.

To receive a call:

- Press **Answer** to answer a call.

To correct keypresses or to clear the entire display:

- Press © to clear the keypresses one by one or press and hold © to clear the entire display.

To adjust the earpiece volume:

- Press the ⇕ key to adjust the earpiece volume.

To lock the keypad:

- Press ⊂ **Menu** and *.

To unlock the keypad:

- Press ⊂ **Unlock** and *.

To adjust the ringing tone type:

- Press ⓘ quickly. Use the ⌃ or ⌄ keys to scroll through the list options *Personal*, *Silent*, *Discreet*, *Loud* (or *Switch off!*). Press ⊂ **OK** to select an option.

Note: Messages functions are operational only if the local network supports them. Check with your service provider.

Listening to voice messages:

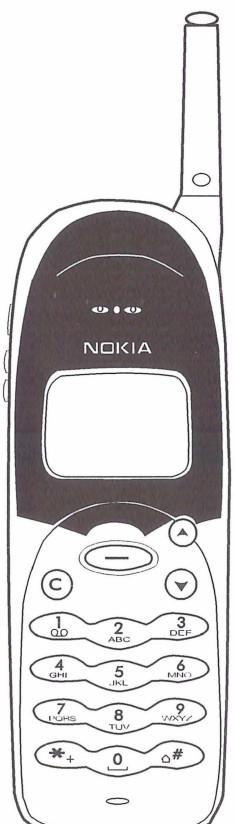
- Save your voice mailbox number in the phone's memory with Menu 2 6 2.
- Press and hold 1 to call your voice mailbox number.

Reading and writing messages:

- Press ⊂ **Menu**, choose *Messages*, ⊂ **Select**.
- To read: choose *Inbox* with ⊂ **Select**, choose desired message with the ⌃ or ⌄ key, press ⊂ **Read**.
- To write and send: choose *Write messages* with ⊂ **Select**, key in the message, press ⊂ **Options**, press ⊂ **Send**, press ⊂ **OK**, key in the recipient's phone number or search for it in the phone book and press ⊂ **OK** to send the message.

1. Using your phone

List of keys and display indicators



Power key

Switches the phone on or off.

When pressed briefly while in the phone book or menu functions: turns the lights on for 15 seconds.

Navi key

This key performs the function indicated by the text above it. For more information about the use of the Navi key, see next page.

Scroll keys

Scroll through names, phone numbers, menus or setting options.

C key

Clears the display or exits the menu or submenu. For more information about the use of the C key, see next page.

Number and character keys

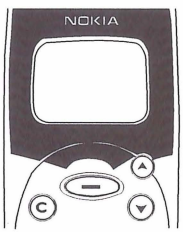
Enter numbers and characters.

Special character keys

Used for various purposes in different functions, depending on what appears on the display.

Using the keys

Navi Key



The use of the phone is largely based on the Nokia Navi™ Key, ⊖, below the display. The function of this Nokia Navi™ Key, ⊖, varies according to the guiding text shown above the key on the display.

Scroll keys ⊙ and ⊙ are used to browse through menus, submenus and settings and to move the cursor to the right or left.

The C key

Use ©

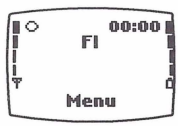
- to delete a character to the left of the cursor,
- to clear all the characters keyed in from the display (press and hold),
- to return from a submenu to the previous menu level in the menu facility,
- to exit the menu facility,
- to reject an incoming call.

Tips:

- When the phone is in standby mode, press ⊙ once to access the names and phone numbers stored in phone book.
- When the phone is in standby mode, press ⊙ once to access the list of last dialled numbers.
- During a call, press the ⊙ and ⊙ keys to adjust the earpiece volume.

The display indicators

The indicators described below are shown when the phone is in standby mode and ready for use, with no characters entered by the user.



FI

Indicates the country where the phone is currently being used.

and bar

Shows the signal strength of the cellular network at your current location. The higher the bar, the stronger the signal.

and bar

Shows the battery charge level. The higher the bar, the more power in the battery.

Service symbol. When this symbol appears on the display you are in the network service area and you may be able to make a call.

Other indicators appear on the display in different functions. These include:

Roam indicator. Comes on when the NMT 450 network cannot transmit calls to/from your phone. To reregister the phone to the system, press **OK** when message *Roam* appears on the display, or try to make a call.

Message indicator. When this is displayed continuously, you have received a text message. When it flashes there is no more space for new messages. Use the *Erase* function in the *Inbox* or *Outbox* to make some space.

Voicemail indicator. Indicates that you have received a a voicemail message which you can listen to by calling the voicemail centre number.

Alpha mode indicator. Shows that the phone is in alpha mode and letters can be keyed in or displayed.

Special character indicator. Indicates that you can select special characters from the list.

Call indicator. Indicates that a call is in progress.

Menu function indicator. Shows the menu/submenu number on the upper right corner of the display and helps to navigate through different menu functions.

Phone book indicator. Shows that the phone book facility is activated.

Message lenght indicator. Indicates the number of characters you can still use in your message. It appears on the upper right corner of the display in *Write messages* submenu.

Call forwarding indicator. Indicates that your calls are being forwarded to another phone number.

Speech scrambling On indicator. Shows that the speech scrambling function is activated.

Speech scrambling Off indicator. Shows that the speech scrambling function is deactivated.

Keypad lock indicator. Indicates that your phone's keypad is locked.

Time indicator. Shows the time which is set to the phone's clock or updated from the network.

Alarm clock indicator. Shows that the phone's alarm clock is set on.

The query indicator is used to tell that some response is required from the user of the phone. Appears, for example, on the *Phone book, Add entry* submenu.

Silent indicator tells you that your phone operates in the *Silent* mode and for example, it does not ring when there is an incoming call.

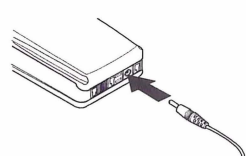
Charging the battery

Before you can use your phone, you first need to

- charge the battery.

Note: A new NiMH battery must be charged for at least 16 hours before you can use your phone.

1. Connect the lead from the charger to the bottom of the phone.



2. Connect the charger to an AC wall outlet and the battery indicator bar starts to scroll.

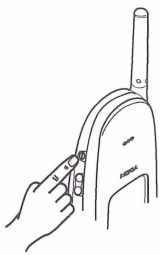
   The *Charging* text is briefly displayed if the phone is switched on. The phone can be used while charging if the phone is on.

3. The battery is fully charged when the battery indicator bar stops scrolling, and the *Battery full* text is briefly displayed if the phone is on.
4. Disconnect the charger from the AC outlet and the phone.

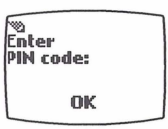
If *Not charging* is displayed, charging is suspended. Wait for a while, disconnect the charger, plug it in again and retry. If charging still fails, contact your local dealer.

To switch the phone on and off

Press and hold the ⏻ key for a second.



If the phone asks for a PIN code:



- Key in the PIN code, which is displayed as asterisks *, and press ⊖ OK.

Note: as a default the PIN code request is Off. Use Menu 4 3 1 *PIN code request* to turn the PIN code request *On*.

- See chapter Access codes, PIN code for further information about the code and its use.

Warning! Do not switch on the phone when wireless phone use is prohibited or when it may cause interference or danger.

Normal position: Hold the phone as you would any other telephone with the antenna pointed up and over your shoulder.

Tips on efficient operation: As with any other radio transmitting device, do not touch the antenna unnecessarily when the phone is switched on. Contact with the antenna affects call quality and may cause the phone to operate at a higher power level than otherwise needed.

2. Call functions

Making a call

1. Extend the phone's antenna fully.
2. Key in the phone number including the area code. The text **Menu** changes to **Call**.
3. Press ⊖ **Call** and wait for the answer. The text **Call** changes to **End**.
4. Press ⊖ **End** to finish the call (or to cancel the call attempt).

International calls

Note: This function is operational only if the local network supports it. Check with your service provider.

1. Press ⊛+ twice for the international prefix (the + character replaces the international access code).
2. Enter the country code, area code and the phone number.
3. To call the number, press ⊖ **Call**.

Tip: If you also store all of your domestic phone numbers with the prefix +, you need not insert the phone number with the international access codes when you wish to call these numbers from abroad.

If the network does not support this function, a message *Prefix + cannot be used* may appear on the display. Then, the international access code must be keyed in.

Making a call using the memory

1. Press ⊖ Menu.
2. With *Phone book* displayed, press ⊖ Select.
3. Press ⊖ Select to choose *Search*.
4. Key in the first letter(s) of the name and press ⊖ OK.
5. Use ⊙ and ⊙ to reach the desired name. You can check the phone number by pressing and holding ⊙#.
6. Press ⊖ Call.

Tip: A quick way to access the phone book

With the display clear, press ⊙. The first phone number in the phone book is displayed.

Tip: The names and phone numbers assigned to the speed dial keys ⊙1 to ⊙9 can be speed dialled with the number keys ⊙1 to ⊙9 and ⊖ Call.

Receiving a call

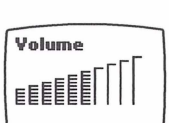
When somebody is calling you, the phone rings and flashes the caller's name or phone number or the text *Calling* appears on the display.

To answer the call, press ⊖ Answer.

Tip: To reject an incoming call, press ©.

Adjusting the earpiece volume

You can adjust the earpiece volume of the phone. Press the ⊙ key to increase or decrease the volume level.



Last number redial

The last five phone numbers you called or attempted to call are stored in the phone's memory. To redial one of these last-dialled numbers:

1. With display clear, press ⊙ once to access the list of the last-dialled numbers.
2. Use ⊙ or ⊙ to reach the desired number.
3. Press ⊂⊃ **Options** to select a suitable function (*Call, Time of Call, Edit number, Erase, Save*).

Storing a name and phone number in phone book

1. Press ⊂⊃ **Menu** to access the menu facility.
2. With *Phone book* displayed, press ⊂⊃ **Select**.
3. Use ⊙ or ⊙ to reach *Add entry* and press ⊂⊃ **Select**.

   The *Name:* prompt is displayed.
4. Key in the name as follows:

   Press the key labelled with the character you want: Once for the first character, twice (before the cursor appears) for the second and so on.

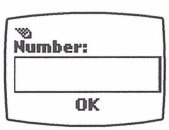
   The available character set depends on the language selected in Menu 4 2 1.

   - Press a key ⊙ - ⊙ repeatedly to find characters, e. g. ⊙ for characters . , ? ! - & 1 and ⊙ for a space,

- ⌂# switches between upper and lower case characters. The *ABC* or *abc* indicator is shown on the display.
- You can add a number by pressing and holding the respective number key for a few seconds.
- When the flashing cursor appears, you can enter the next character.
- Press ⊙ or ⊙ to move the cursor.
- Press * to bring up a list of special characters. The *?!£* indicator is shown.
- Use ⊙ or ⊙ to reach the desired character and press ⊖ **Use** to add it in the name.

5. When you have written the name, press ⊖ **OK**.

   The *Number:* prompt is displayed.



6. Key in the country code (if necessary), area code and phone number.
7. The name and phone number are stored in phone book.
8. The *Call* text is displayed. If you do not wish to call the number, press © to return to the previous menu or
9. press and hold © to return to the standby mode.

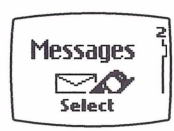
3. Using the menu

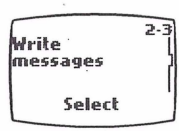
This section describes the menus and submenus of your phone and how to use them for changing or checking the settings of your phone.

Accessing the menu

By scrolling

1. To access the menu facility, press Menu.
2. Press the ⊙ or ⊙ keys to reach the desired main menu, e.g. *Messages*.
3. Press Select to enter the menu.
4. If the menu contains any submenus, reach the desired one with the ⊙ or ⊙ keys.
5. Press Select to enter the submenu.





By its shortcut

The menus, submenus and setting options are numbered and can be accessed by their shortcut number. The shortcut index number is shown in the top right corner of the display. See the List of menu functions for menu numbers.

1. Press Menu.
2. Key in quickly, the index number of the menu function you want to access. Key in within three seconds, the number of the desired setting option. For example, press Menu, 2 and 3 to enter the menu 2 3 *Messages*, *Write messages*.

List of menu functions

1. Phone book (Menu 1)
   1. Search
   2. Add entry
   3. Erase
      1. One by one
      2. Erase all
   4. Edit
   5. Send entry
   6. Options
      1. Type of view
      2. Memory status
   7. Speed dials
2. Messages (Menu 2)
   1. Inbox
   2. Outbox
   3. Write messages
   4. Message settings
      1. Set 1
         1. Message centre number
         2. Messages sent as
         3. Message validity
         4. Message encoding
      2. Set 2 [1]
      3. Set 3 [2]
   5. Retrieve messages
   6. Voice messages
      1. Listen to voice messages
      2. Voice mailbox number
3. Call register (Menu 3)
   1. Missed calls
   2. Received calls
   3. Dialled numbers
   4. Erase recent call lists
   5. Show call duration
      1. Last call duration
      2. Dialled calls duration
      3. Clear timers
4. Settings (Menu 4)
   1. Call settings
      1. Anykey answer
      2. Speed dialling
      3. Speech scrambling
   2. Phone settings
      1. Language
      2. Country
      3. Changing country code
         1. Semi-autom.
         2. Manual
      4. Welcome note
      5. Display contrast
   3. Security settings
      1. PIN code request
      2. Change PIN code
      3. Call barring
         1. Barring on/off
         2. Barring number(s)
   4. Phone information
      1. Own number

---

[1] Same submenus as in Set 1.

[2] Same submenus as in Set 1.

2. Network ID
3. SIS Reference
5. Restore factory settings

5. Games (Menu 5)
   1. Memory
      1. Continue
      2. Last view
      3. New game
      4. Top score
      5. Instructions
      6. Level
   2. Snake (submenus as above)
   3. Logic
      1. Level
      2. Continue
      3. Last view
      4. New game
      5. Instructions
   4. React (submenus as in Memory and Snake)

6. Calculator (Menu 6)
   1. Equals
   2. Add
   3. Subtract
   4. Multiply
   5. Divide
   6. To domestic
   7. To foreign
   8. Exchange rate

7. Clock (Menu 7)
   1. Alarm clock
   2. Clock
      1. Show/Hide clock
      2. Set the time[1]
      3. Update options
         1. Clock updated by phone
         2. Clock updated by network
      4. Time format
         1. 24-hour
         2. 12-hour

8. Tones (Menu 8)
   1. Incoming call alert
   2. Ringing tone
   3. Ringing volume
   4. Vibrating alert[2]
   5. Message alert tone
   6. Keypad tones
   7. Warning and game tones
   8. Automatic answer[3]

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1 This menu option is not available if you have selected the clock to be updated by network (Menu 7 2 3 2)

2 This function is available only when the phone is used with a special vibrating battery suitable for this phone.

3 This function is available only when your phone is connected to a headset or car-kit installation suitable for this phone.

1 Phone book (Menu 1)

Accessing the phone book

You can store up to 100 phone numbers in your phone's memory by using the Phone book menu function.

The phone numbers that you store can be up to 24 digits and the names up to 16 characters.

Recalling a name and phone number from phone book

Use the menu function *Search* (Menu 1 1) to see if the desired name and phone number are stored in the phone book.

See also the chapter Making a call using the memory in section 2. Call functions.

Storing a name and phone number in phone book

With Menu 1 2 you can add phone numbers and names in the phone book. See the chapter Storing a name and phone number in phone book in section 2. Call functions.

Erasing a name and phone number from phone book

In this menu (Menu 1 3) you can erase phone numbers and names from the phone book either *One by One*, or by selecting *Erase all* when all the names and numbers are erased from the phone book at once.

Editing a name and phone number in phone book

In this menu (Menu 1 4) you can edit the names and phone numbers stored in the phone book.

Sending a name and phone number from phone book ('Business card')

The menu function *Send entry* (Menu 1 5) allows you to send a person's contact information, name and phone number ('business card'), from phone book to another phone.

Note: This function is operational only if the local network supports it. Check with your service provider.

To send the contact information

Select *Send entry*, scroll to the name and number you want to send and press **Send**. Enter the recipient's phone number or search for it in phone book. Press **OK** to send the information.

To receive the contact information

When the phone receives contact information, the text *Business card received* is displayed. Press **Options** to *show*, *save* or *discard* the information and press **OK**.

Phone book options

Setting the type of view for stored names and phone numbers

The phone can show the stored phone numbers and names in three different ways, such as, types of view, (Menu 1 6 1). You can select *Name list* (shows three names at a time), *Name, number* (shows one name and phone number together) or *Large font* (shows one name at a time).

Checking the amount of free space in phone book

You can check how many names and phone numbers still can be stored and are currently stored in phone book (Menu 1 6 2).

Assigning a phone number as a speed dial number

You can assign nine phone numbers stored in phone book as speed dial numbers which can be dialled via the number keys 1 - 9.

Select the menu function *Speed Dials* (Menu 1 7). If no phone number is assigned to a key, press **Assign**.

Search for the desired name and/or phone number in phone book, and press **OK** to select it.

If a phone number is assigned to a key, you can view the number, change it or erase it by first pressing **Options**.

To use the speed dial key

Press the desired speed dial key 1 - 9 and press **Call** to make the call.

2 Messages (Menu 2)

Note: This function is operational only if the local network supports it. Check with your service provider.

This menu enables you to use your phone's text (SMS) messages and voice messages functions.

To enter this menu:

With the display clear, press **Menu** (*Messages* appears) and then **Select**.

Text messages

The SMS network service allows you to send short text messages to phones provided with SMS capability.

Message indicator

When ✉ is displayed continuously, you have received a text message. When ✉ flashes there is no more space for new messages. Use the *Erase* function in the *Inbox* or *Outbox* submenu to make some space.

Voice messages

The voice message service allows you to have your own voice mailbox held by your service provider. ⌾ is the voicemail indicator which appears on the display and indicates that you have received a a voicemail message which you can listen to by calling the voicemail centre number.

Inbox (Menu 2 1) Reading a text message

When you receive a text message, ✉ and the number of new messages followed by *message(s) received* appears and a message alert tone is heard if you have not selected the message alert tone to be off (Menu 8 5). Received messages can be viewed in the *Inbox* submenu.

When a note of a new message appears on the display:
Press ⊖ **Read** to read the message immediately or © to view it later.

You can view the message later:
In the *Messages* menu, scroll with ⊙ or ⊙ to *Inbox*, and press ⊖ **Select**.

Use the ⊙ or ⊙ key to browse through the message and related information, such as sender's phone number and reception date and time.

While reading the message, you can access the following functions by pressing ⊖ **Options**. Scroll to the desired function and press ⊖ **OK**.

You can select from the following options:

- *Erase*

  deletes the message. Press ⊖ **OK** to confirm the operation.

- *Reply*

  allows you to send a reply to the sender of the message. Key in your message, press ⊖ **Options**, scroll to the desired function, and press ⊖ **OK**. You can select from the same options as in *Write messages* (Menu 2 3).

- *Edit*

  allows you to change the message. Edit the message, press ⊖ **Options**, scroll to the desired function, and press ⊖ **OK**. You can select from the same options as in *Write messages* (Menu 2 3).

  Note: The **Edit** option may not be available if the message received was written using a keymap that does not exist in your phone. (The keymaps vary according to the languages available in your phone.)

- *Use number*

  extracts a phone number from the message for calling or saving. If there are several numbers, scroll to the desired one and press ⊖ **OK**. Press ⊖ **Save** to save the number in phone book or ⊖ **Call** to call it.

- *Forward*

  allows you to send the message further. When you have read the message and wish to forward it, select the *Forward* option with ⊖ **OK**, scroll with ⊙ or ⊙ through a list of send options. You can select from the same options as in *Write messages* (Menu 2 3). If you decide to send the message, enter the phone number or search for it in the phone book with ⊖ **Search**. Press ⊖ **OK** to send the message.

- *Details*

  Shows details of the message. Use ⊙ or ⊙ for some or all of the following: sender's name (if it is available) and phone number and time stamp (i.e. date and time when the message was sent.)

Outbox (Menu 2 2) Sending a message and Write messages (Menu 2 3)

You can write and send text messages within the *Write messages* submenu.

You can save your own messages in the *Outbox* submenu (Menu 2 2) for later use.

Note: When you save messages in the Outbox, the space for messages in the Inbox decreases. Send or erase messages for more space when necessary.

To write and send a text message:

1. In the *Messages* menu, scroll with ⊙ or ⊙ to *Write messages* and press ⊂ **Select**.
2. Key in a message of up to 160 characters.

   The number of remaining characters is shown at the top of the display.
3. When you have finished writing, press ⊂ **Options** for the following functions. Scroll to the desired function and press ⊂ **OK**.

The following options are available:

- *Send*

  sends the message. Key in the recipient's phone number or recall it from the phone book and press ⊂ **OK**. Press ⊂ **OK** to send the message. Press and hold © to exit the message writing mode.

- *Send by set*

  allows you to send the message by using a selected set. Scroll to the desired set and press ⊂ **Select**.

  Select *Numeric* (for phone number) or *Alphanumeric* (for e-mail address, for example) and press ⊂ **OK**. Key in the desired phone number or alphanumeric address (if supported by your service provider) and press ⊂ **OK**.

- *Save*

  saves the message in the Outbox.

- *Clear screen*

  removes from the display all the characters that you have keyed in.

To view the messages you have saved:

1. In the *Messages* menu, scroll to *Outbox* and press ⊂ **Select**. Scroll to the desired message.
2. Press ⊂ **Read** to see the message.
3. Press ⊂ **Options** while reading to access to the same functions as in *Inbox* (Menu 2 1), except for *Reply*.

Message settings (Menu 2 4)

There are two kinds of message settings: those specific to each setting group ('set') and those common to all text messages.

To enter these settings:

- In the *Messages* menu, scroll with ⊙ or ⊙ to *Message settings* and press ⊂ **Select**.

Set specific settings

A setting group or a 'set' is a collection of settings needed for sending text messages.

You can, for example, send a text message as a fax or an e-mail, if supported by your service provider, by simply selecting the set in

which you have predefined the proper settings for fax or e-mail transmissions.

Set_1 - Set_3 (Menu 2 4 1 - 2 4 3)

Within these submenus you can change the settings of a particular set.

To access these settings:

1. In the *Message settings* submenu, scroll with ⊙ or ⊙ to the desired set and press ⊂ Select.
2. Scroll to one of the following settings and press ⊂ Select to enter it.

Message centre number (Menu 2 4 1 1 - 2 4 3 1)

Stores the phone number of the message centre needed for sending text messages. You obtain this number from your service provider. Key in or edit the phone number (or recall it from phone book) and press ⊂ OK.

Note: The home service centre saved with this submenu is the default service centre number and it is automatically used for sending messages unless you use a different set of message settings.

Messages sent as (Menu 2 4 1 2 - 2 4 3 2)

You can request the network to convert your text messages into e-mail, fax or paging format (if the local NMT 450 network supports that format).

Scroll with ⊙ or ⊙ to the desired format and press ⊂ OK.

In order to receive a converted message, the recipient must have an appropriate terminal device available.

Message validity (Menu 2 4 1 3 - 2 4 3 3)

This network service allows you to set the length of time that your text messages are stored at the message centre while attempts are made to deliver them.

Scroll with ⊙ or ⊙ to the desired time and press ⊂ OK.

Message encoding (Menu 2 4 1 4 - 2 4 3 4)

This menu function allows you to set the messages encoding On or Off and to change the key used for encoding. You can either use the encoding key provided with your phone or use the phone's default encoding key.

1. Use the ⊙ and ⊙ keys to select the encoding On or Off.
2. If you select encoding to be On, the submenus *Default key*, *New key* (and *Current key*, if the key has been entered earlier) appear on the display. Use the ⊙ and ⊙ keys to select the desired option.
3. You can either accept the use of the default key or current key with ⊂⊃ **OK** or key in a new key and then press ⊂⊃ **OK** to accept it. A code error message appears on the display if you entered an incorrect code. (The code can be a maximum of 10 digits and it cannot be all zeros.)

Note: Network support of message encoding may vary, which cannot guarantee message encoding in all conditions, even when this feature is enabled.

Local laws may apply to encoding messages. Do not use this feature illegally.

Retrieve messages (Menu 2 5)

This menu function is needed only when you are in a country where the local network operator does not support the SMS function. It allows you to retrieve your SMS messages from your own operator's service centre or some other service centre by placing a call to that particular service centre. You can save different settings, according to the service centre numbers in different sets.

When you wish to retrieve messages, your phone suggests a list of saved sets. You can scroll through the list with the ⊙ and ⊙ keys and select a suitable set with ⊂⊃ **OK**.

After successful retrieval of a message, the ✉ indicator appears on the display.

If the message *Retrieval failed* appears on the display, you can try to retrieve messages later.

If there are no messages in the SMS service centre, the *No Messages* text appears on the display.

Voice messages (Menu 2 6)

∞ is the voicemail indicator which appears on the display and ndicates that you have received a a voicemail message which you can listen to by calling the voicemail centre number by using this submenu 2 6.

To enter this submenu:

In the *Messages* menu, scroll with ⊙ and ⊙ to *Voice messages* and press ⊂ Select.

Listen to voice messages (Menu 2 6 1)

When you enter this submenu, the phone calls your voice mailbox at the phone number stored within Menu 2 6 2.

- In the *Voice messages* submenu, scroll with ⊙ or ⊙ to *Listen to voice messages* and press ⊂ Select.

Tip: Alternatively, to listen to your voice messages, press and hold ⊂ when the phone is in the standby mode.

Voice mailbox number (Menu 2 6 2)

Within this submenu you can save the phone number of your voice mailbox. You obtain this number from your service provider.

1. In the *Voice messages* submenu, scroll with ⊙ and ⊙ to *Voice mailbox number* and press ⊂ Select.
2. Key in the phone number or recall it from phone book (or edit the existing number) and press ⊂ OK.

3 Call register (Menu 3)

To enter this menu:

Press ⊖ **Menu**, scroll with ⊙ or ⊙ to *Call register*, and press ⊖ **Select**.

In the submenus 3 1 - 3 2, you can access the following functions by pressing ⊖ **Options**. Scroll to the desired function and press ⊖ **Select**.

Options within submenus 3 1 - 3 2:

- *Time of call*

  shows the time when the call was registered by the phone. If the same number was registered several times, you can see each call time using ⊙ or ⊙.

- *Edit number*

  allows you to add a name to the displayed phone number and then save those in the phone book. Scroll with ⊙ or ⊙ between *Call* and *Save* options. Press ⊖ **Save** and add the name and press ⊖ **OK** to save the name and number in the phone book. Press © to exit the function.

- *Save*

  saves the displayed phone number in phone book. Key in the associated name and press ⊖ **OK**.

- *Erase*

  deletes the displayed phone number from the list. Press ⊖ **OK** to confirm or © to cancel the operation.

- *Call*

  calls the phone number displayed.

Missed calls (Menu 3 1)

You can view the phone numbers of the last five people who tried to call you (network service).

1. In the *Call register* menu, scroll with ⊙ or ⊙ to *Missed calls* and press ⊂⊃ **Select.**
2. Scroll with ⊙ or ⊙ through the list.

Alternatively: When a notice about missed calls is displayed, press ⊂⊃ **List.**

Note: This function is operational only if the local network supports it. Check with your service provider.

The phone only registers missed and received calls when it is switched on and is used within the network's service area. Only those numbers that can be identified are registered i.e. if the user and the network allow the number to be sent.

Received calls (Menu 3 2)

You can view the five phone numbers from which you have most recently accepted calls (network service).

1. In the *Call register* menu, scroll with ⊙ or ⊙ to *Received calls* and press ⊂⊃ **Select.**
2. Scroll with ⊙ or ⊙ through the list.

Note: This function is operational only if the local network supports it. Check with your service provider.

The phone only registers missed and received calls when it is switched on and is used within the network's service area. Only those numbers that can be identified are registered i.e. if the user and the network allow the number to be sent.

Dialled numbers (Menu 3 3)

You can view the five phone numbers that you have most recently dialled, i.e. called or tried to call.

1. In the *Call register* menu, scroll with ⊙ or ⊙ to *Dialled numbers* and press ⊂⊃ **Select**.
2. Scroll with ⊙ or ⊙ through the list.

Erase recent call lists (Menu 3 4)

You can delete all phone numbers appearing in Menus 3 1, 3 2 and 3 3.

1. In the *Call register* menu, scroll with ⊙ or ⊙ to *Erase recent call lists* and press ⊂⊃ **Select**.
2. Scroll to *All, Missed, Dialled,* or *Received.*
3. Press ⊂⊃ **OK** to delete the phone numbers or ⊂⊃ **Back** to cancel the operation.

Show call duration (Menu 3 5)

You can view the duration of your calls and clear the timers.

1. In the *Call register* menu, scroll with ⊙ or ⊙ to *Show call duration* and press ⊂⊃ **Select**.
2. Scroll to one of the following functions:

   Last call duration (Menu 3 5 1)

   shows the duration of the last (or current) outgoing or incoming call in hours, minutes and seconds.

   Dialled calls' duration (Menu 3 5 2)

   shows the total duration of calls made.

   Clear timers (Menu 3 5 3)

   resets all timers. Press ⊂⊃ **OK**, key in the security code, and press ⊂⊃ **OK**.

Note: The actual time invoiced for calls by your service provider may vary, depending on network features, rounding-off for billing, and so forth.

4 Settings (Menu 4)

Call settings (Menu 4 1)

To enter this submenu:

- In the *Settings* menu, scroll with ⊙ or ⊙ to *Call settings* and press ⊂⊃ Select.

Anykey answer (Menu 4 1 1)

When this function is selected, you can answer an incoming call by pressing any key briefly, except ⓘ and ⓒ.

1. In the *Call settings* submenu, scroll with ⊙ or ⊙ to *Anykey answer* and press ⊂⊃ Select.
2. Scroll to *On* or *Off* and press ⊂⊃ OK.

Speed dialling (Menu 4 1 2)

When this function is selected, you can call a phone number assigned to a speed dialling key (any of 1 to 9) by pressing and holding the corresponding number key.

1. In the *Call settings* submenu, scroll with ⊙ or ⊙ to *Speed dialling* and press ⊂⊃ Select.
2. Scroll to *On* or *Off* and press ⊂⊃ OK.

Speech scrambling (Menu 4 1 3)

When the speech scrambling is activated, the phone scrambles the speech to increase calling security.

1. In the *Call settings* submenu, scroll with ⊙ or ⊙ to *Speech scrambling* and press ⊂⊃ Select.
2. Scroll to one of the following options *On*, *Off* and press ⊂⊃ OK.
3. During a call ▪ appears on the display if the scrambling is On, ▪ appears if the scrambling is Off.

Note: this feature scrambles conversation only between your phone and the nearest base-station it interacts with. Network support of speech scrambling may vary, which cannot guarantee speech scrambling in all conditions, even when this feature is enabled.

Local laws may apply to scrambling conversations. Do not use this feature illegally.

Phone settings (Menu 4 2)

To enter this submenu:

- In the *Settings* menu, scroll with ⊙ or ⊙ to *Phone settings*, press ⊂⊃ **Select** to enter a list of submenus.

Language (Menu 4 2 1)

With this menu you can select the language your phone uses.

To enter this menu in Phone settings menu:

1. Press ⊂⊃ **Select**, *Language* submenu appears on the display, press ⊂⊃ **Select** to enter it.
2. In the *Language* submenu, scroll with ⊙ or ⊙ between available language options and press ⊂⊃ **Select** to change the language.

Country (Menu 4 2 2)

When you are abroad in a country where a NMT 450 network operates and you wish to use your phone, you have to change the phone's country code.

Note: NMT 450 phones do not necessarily roam in every NMT 450 network. Please check with your service provider whether your phone operates also in the country where you are travelling.

1. Use the scroll keys ⊙ or ⊙ to scroll through the list of available country codes.

2. Press Select to select a country. The selected country code is displayed in the middle of the second display row.

Changing country code (Menu 4 2 3)

With this menu function you can choose the country code updating to be either semi-automatic or manual. The country code has to be updated when you go abroad if you wish to use your phone there.

1. Once you are in this menu, use the scroll keys ⊙ or ⊙ to scroll between available options *Manual* or *Semi-autom.*
2. Press Select to select either of the options.
3. If you select *Manual*, you can change the country code with Menu 4 2 2, *Settings, Phone Settings, Country.*
4. If you select *Semi-autom.*, the phone automatically suggests a new country code once your phone is registered to a network in a new country.

Note: If you had selected the *Semi-autom.* option and your phone can register to another network in a neighbouring country, a pop-up menu automatically appears on the phone's display. With this menu the phone allows you to select a new country code, if necessary. To select a new country code, press Select. A list of available country codes appears. Use the scroll keys ⊙ or ⊙ to scroll through the list of country codes and press Select to select a suitable code.

Welcome note (Menu 4 2 4)

You can compose a message (up to 36 characters) which appears on the display when the phone is switched on.

1. In the *Phone settings* submenu, scroll with the ⊙ or ⊙ keys to *Welcome note* and press Select.
2. Key in the message.
3. Press Options, scroll with the ⊙ or ⊙ keys to *Save* or *Erase*, and press OK.

Display contrast (Menu 4 2 5)

You can adjust the phone's display contrast with this menu.

1. Press ⊂⊃ Select to adjust the display contrast.
2. Use the ⊙ and ⊙ keys to either increase or decrease the contrast.
3. Press ⊂⊃ OK to accept a suitable contrast level. After adjusting the contrast, press © to return to the previous menu level.
4. Or press © to return to the previous menu level without changing the contrast.

Security settings (Menu 4 3)

You can protect your phone against unauthorised use using the functions within this submenu. To enter this submenu:

In the *Settings* menu, scroll with the ⊙ or ⊙ keys to *Security settings* and press ⊂⊃ Select.

PIN code request (Menu 4 3 1)

Note: The default PIN code is 0000.

With this menu function you can select whether the PIN code is required when the phone is switched on.

Once you are in this menu, use the ⊙ or ⊙ keys to scroll between options *On/Off*.

Change PIN code (Menu 4 3 2)

With this menu function you can change the PIN code.

1. In the *Security settings* submenu, scroll with the ⊙ or ⊙ keys to *Change PIN code* and press ⊂⊃ Select.
2. Key in the current code and press ⊂⊃ OK.
3. Key in the new code and press ⊂⊃ OK.

4. Key in the new code again and press OK.

Call barring (Menu 4 3 3)

This function allows you to restrict the making of calls with your phone. In the *Security settings* submenu, the phone requests for the PIN code. After the correct PIN code is entered you can scroll with the ⌃ or ⌄ to the following submenus and press Select.

You can add, edit, delete and view phone numbers to be barred.

Barring on/off (Menu 4 3 3 1)

With this menu function you can activate or deactivate Call Barring. You need to know the phone's PIN code to change this setting.

Barring number(s) (Menu 4 3 3 2)

This menu function allows you to determine which numbers are barred: key in the phone numbers in question. If you wish to include several phone numbers, they can be separated with the * character.

For example, to bar all calls to numbers beginning with the numbers 990 or 0800, key in 990*0800. Press OK to accept the call barring to these numbers.

Note: When calls are barred, calls may be possible to certain emergency numbers in some networks (e.g. 112 or other official emergency number).

When you make a call and a barring mode is selected, the phone may display a reminder of this.

Phone information (Menu 4 4)

Own number (Menu 4 4 1)

You can check the phone's own number with this menu.

Network ID (Menu 4 4 2)

The network identifier is displayed to the user.

SIS reference (Menu 4 4 3)

The phone's SIS security reference code is displayed to the user. The reference code is used by the NMT 450 network to register the phone.

Restore factory settings (Menu 4 5)

Within this submenu you can return the menu functions to their factory settings.

Note that this function has no effect on phone book functions.

1. In the *Settings* menu, scroll with ⊙ or ⊙ to *Restore factory settings* and press ⊂⊃ Select.
2. Key in the security code and press ⊂⊃ OK.

5 Games (Menu 5)

Now you can use your phone not only for communication but also for fun, as your phone is equipped with four games.

Remember! Your phone must be switched on to use this function. Do not switch on the phone when wireless phone use is prohibited or when it may cause interference or danger.

1. Press ⊂⊃ Menu, scroll with ⊙ or ⊙ to *Games*, and press ⊂⊃ Select.
2. Scroll to the desired game and press ⊂⊃ Select.
3. Scroll to one of the following options and press ⊂⊃ Select.

All four games have either all or some of the following options:

- *Level*

  allows you to set the difficulty level. Select the desired level with ⊙ or ⊙ and press ⊂⊃ OK.

- *Continue*

  allows you to resume a paused game. Available only when there is a game paused.

- *Last view*

  shows the final screen of a game that has just ended.

- *New game*

  starts a new game session.

- *Top score*

  shows the highest score of the game in your phone. Available only in the games which keep track of the score.

- *Instructions*

  shows a brief help text on the game. You can scroll through the text with More (or ▲ and ▼).

To play the games, proceed as follows:

- *Snake*

  Help the snake to catch its food. Use all keys from 0 to 9 (except 5) for moving the snake. The longer the snake's tail grows, the higher is your score. When the snake hits its own tail or the surrounding wall, the game is over.

- *Memory*

  Reveal pictures to find pairs with as few tries as possible. Move the cursor with the following keys: 2 (up), 4 (left), 6 (right), 8 (down), (# jumps over revealed pictures and moves on to the next row when at the end of the row), (* jumps over revealed pictures and moves back to the previous row when at the start of the row). 5 reveals the pictures. Once found, pairs stay visible.

- *Logic*

  Discover a secret combination of figures. Available figures are shown at the top of the display before you accept the first guess row. Use 2 ABC and 8 TUV to move the cursor and 5 JKL to select the figure. To copy a figure from a previously accepted guess row, start scrolling with 4 GHI, move the cursor to the desired figure in the normal way and accept the selection with 5 JKL.

  Once you think that you have got the right combination, press * +. The result is presented as a set of marks over the row. A correct figure in the right place receives a full mark; a correct figure in the wrong place receives a half a mark. When all the figures are correct and in the right places, the game ends.

- *React*

  Try to hit the targets with 50 tries (given in 6 try sequences). Use the keys 1 QQ - 6 MNO to hit the targets which appear randomly on the display. Reload the 6 tries with the key 9 WXYZ. Different targets give the following results:
  Cactuses - you lose 25 points and 1 cactus hit
  White carrot - you get 10 points
  Black carrot - you get 5 points
  White apple - you get 15 points and another 6 tries
  Black apple - you get 20 points and 6 tries are reloaded
  Black orange - you get 10 points and lose 6 tries
  White orange - if you have hit a cactus less than three times, you get 10 points and a cactus hit. If you have hit a cactus three times you get 20 points.

  You lose 10 points if you try to hit a target and miss it. The game is over after 30 seconds or if the player loses all three cactus hits.

While playing, pressing either selection key pauses the game. To resume a paused game, select *Continue*.

6 Calculator (Menu 6)

The phone is provided with a basic four function calculator which can also be used for rough currency conversions.

Remember! Your phone must be switched on to use this function. Do not switch on the phone when wireless phone use is prohibited or when it may cause interference or danger.

To enter this menu:

- Press ⊂ **Menu**, scroll with ⌃ or ⌄ to *Calculator*, and press ⊂ **Select**.

To make a calculation:

1. Enter the first number in the calculation using the 0 - 9 keys. Press # for a period (.).

   Use ⊂ **Clear** for editing.

2. To add, press * once (+ appears).

   To subtract, press * twice (-).

   To multiply, press * three times (*).

   To divide, press * four times (/).

   Or: Press ⊂ **Options**, scroll with ⌃ or ⌄ to the desired function, and press ⊂ **OK**.

3. Repeat steps 1 and 2 as many times as necessary. A subtotal is shown after each step 2. For a total, press ⊂ **Options** (*Equals* is selected) and press ⊂ **OK**.

   To start a new calculation, press and hold ⊂ **Clear**.

To make a currency conversion:

1. Set the exchange rate: Press ⊂ **Options**, scroll to *Exchange rate*, and press ⊂ **OK**. Scroll to either of the displayed options and press ⊂ **OK**.

2. Next, key in the exchange rate (press ⊙# for a decimal point) and press ⊖ **OK**.
3. Make the conversion: Key in the amount to be converted, press ⊖ **Options**, scroll to *To domestic* or *To foreign*, and press ⊖ **OK**.

Note: This calculator has a limited accuracy and rounding errors may occur, especially in long divisions.

7 Clock (Menu 7)

Alarm clock (Menu 7 1)

The phone can be set to alarm at a specified time. For setting the time format, see *Clock* (Menu 7 2).

1. Press ⊖ **Menu**, scroll with ⊙ or ⊙ to *Clock*, and press ⊖ **Select**.
2. In the *Clock* menu, scroll with ⊙ or ⊙ to *Alarm clock* and press ⊖ **Select**.
3. If the alarm was off, the phone asks for the desired alarm time. Key in the time in hours and minutes and press ⊖ **OK**.

   If the alarm was on, scroll to *On* or *Off* and press ⊖ **OK**: Selecting *On* allows you to change the alarm time. Selecting *Off* turns off the alarm function.

When the alarm time expires:

The phone sounds an alert tone (unless the Incoming call alert is set to *Off* or *Beep once*), shows *Alarm!* and flashes its lights. If you press ©, the alarm function is turned off.

If you press any other key except © the phone stops alarming for ten minutes and resumes thereafter. You can end this 'snoozing' by pressing ⊖ **Stop** or any other key.

Note: If the alarm time expires while the phone is switched off, the phone starts alarming. If you press ©, the phone asks whether you want to activate the phone for calls. Press ⊖ Yes to switch the phone on or ⓘ to switch the phone off. Any other key resumes snoozing. Do not switch on the phone when wireless phone use is prohibited or when it may cause interference or danger.

Clock (Menu 7 2)

The phone is provided with a clock. The current time is always shown, except when you are in the phone book or menu functions or if you have selected to hide the clock with Menu 7 2 1.

The clock also serves the following functions: *Messages* (Menu 2), *Call register* (Menu 3) and *Alarm clock* (Menu 7 1).

1. In the *Clock* menu, scroll with ⊙ or ⊙ to *Clock* and press ⊖ **Select**.
2. Scroll to one of the following functions and press ⊖ **Select**.

Show/Hide clock

allows you to set the time display on or off.

Set the time

key in the time and press ⊖ **OK**.

Update options:

Clock updated by phone

If this option is selected, the time is updated using the phone's internal clock only.

Clock updated by network

If this option is selected, the time is updated from the network, if the correct time is available from the local NMT 450 network your phone uses.

Time format:

allows you to select the 12-hour or 24-hour time format. Scroll to either format and press OK.

Note: If the battery is removed from the phone for a long time, you may need to set the time again.

8 Tones (Menu 8)

Incoming call alert

Defines how the phone notifies you of an incoming voice call.

- Scroll with ▲ or ▼ to one of the following options and press OK:

  Ringing

  the phone alerts by ringing.

  Ascending

  the phone starts ringing at a low volume and then gradually raises the volume to the selected volume level.

  Ring once

  the phone rings once.

  Beep once

  the phone beeps once.

  Off

  the phone does not ring when a call comes in.

Ringing tone

sets the phone's ringing tone. Scroll with ▲ or ▼ to the desired tone (a sample is sounded) and press OK to select one of the 20 different ringing tones.

Ringing volume

sets the phone's ringing volume. Scroll with ⊙ or ⊙ to the desired level (a sample is sounded) and press ⊂⊃ **OK**. Your phone has five different ringing volume levels available.

Vibrating alert

sets the phone (when provided with a special battery) to vibrate when a voice call comes in. The vibrator does not work when the phone is connected to a charger. Scroll with ⊙ or ⊙ to *On* or *Off* and press ⊂⊃ **OK**.

Message alert tone

sets the ringing tone for text messages. Scroll with ⊙ or ⊙ to the desired tone (a sample of the sound is heard) and press ⊂⊃ **OK**.

Keypad tones

sets the volume level for keypad tones. Scroll with ⊙ or ⊙ to the desired level (a sample of the sound is heard) and press ⊂⊃ **OK**. Your phone has four different ringing tone levels available.

Warning and game tones

sets the phone to sound tones, e.g. when the battery is running out of power or when you play one of the games in the phone. Scroll with ⊙ or ⊙ to *On* or *Off* and press ⊂⊃ **OK**.

Automatic answer

this function is available only when your phone is connected to a headset or car-kit installation. Scroll with ⊙ or ⊙ to *On* or *Off* and press ⊂⊃ **OK**.

When automatic answer is selected to be On, an incoming call is automatically answer after a short alarm.

4. Reference Information

Using the batteries

Your phone is powered by a rechargeable Li-Ion or NiMH battery.

Use only batteries approved by the phone manufacturer and recharge your battery only with the chargers approved by the manufacturer.

The operation and the lifetime of the battery are greatly affected by how you handle the battery. Take good care of the battery and follow the guidelines presented below.

Charging and discharging the battery

- A new NiMH battery must be charged for at least 16 hours before you can use your phone. A new NiMH battery's full performance is achieved only after two or three complete charge and discharge cycles!
- The battery can be charged and discharged hundreds of times but it will eventually wear out. When the operating time (talk-time and standby time) is noticeably shorter than normal, it is time to buy a new battery.
- When a charger is not in use, disconnect it from the power source.
- Do not leave the battery connected to a charger for longer than a week, since overcharging may shorten its life.
- If left unused a fully charged battery will discharge itself over time.
- For good operation times with NiMH batteries, discharge the battery from time to time by leaving your phone switched on until it turns itself off. Do not attempt to discharge the battery by any other means.
- Temperature extremes will affect the ability of your battery to charge: allow it to cool down or warm up first.

Notes for using the batteries:

- Use the battery only for its intended purpose.
- Never use any charger or battery that is damaged or worn out.
- Using the phone near the network's base station consumes less power. The operation times are greatly affected e.g. by the signal strength of the cellular network and the parameters set by the network operator.
- Do not short-circuit the battery. Accidental short-circuiting can occur when a metallic object (coin, clip or pen) causes a direct connection of the + and - terminals of the battery (metal strips on the back of the battery) for example when you carry a spare battery in your pocket or purse. Short-circuiting the terminals may damage the battery or the connecting object.
- Leaving the battery in hot or cold places, such as in a closed car in summer or winter conditions, will reduce the capacity and lifetime of the battery.
- Always try to keep the battery between 15°C and 25°C (59°F and 77°F). A phone with a hot or cold battery may temporarily not work, even when the battery is fully charged.
- The performance of NiMH batteries is particularly limited in temperatures below -10°C (14°F).
- The performance of Li-Ion batteries is particularly limited in temperatures below 0°C (32°F).
- Do not dispose of batteries in a fire!
- Batteries must be recycled or disposed of properly. They must not be disposed of in municipal waste.

Care and maintenance

Your phone is a product of superior design and craftsmanship and should be treated with care. The suggestions below will help you to fulfil any warranty obligations and to enjoy this product for many years. When using your phone, battery, charger OR any accessory:

Keep it and all its parts and accessories out of the reach of small children.

Keep it dry. Precipitation, humidity and liquids contain minerals that will corrode electronic circuits.

Do not use or store it in dusty, dirty areas. Its moving parts can be damaged.

Do not store it in hot areas. High temperatures can shorten the life of electronic devices, damage batteries, and warp or melt certain plastics.

Do not store it in cold areas. When the phone warms up (to its normal temperature), moisture can form inside the phone, which may damage electronic circuit boards.

Do not attempt to open it. Non-expert handling of the device may damage it.

Do not drop, knock or shake it. Rough handling can break internal circuit boards.

Do not use harsh chemicals, cleaning solvents, or strong detergents to clean it. Wipe it with a soft cloth slightly dampened in a mild soap-and-water solution.

Do not paint it. Paint can clog the device's moving parts and prevent proper operation.

Use only the supplied or an approved replacement antenna. Unauthorised antennas, modifications or attachments could damage the phone and may violate regulations governing radio devices.

If the phone, battery, charger or any accessory is not working properly, take it to your nearest qualified service facility. The personnel there will assist you and, if necessary, arrange for service.

Important safety information

Traffic safety

Do not use a hand-held telephone while driving a vehicle. If using a hand-held phone park the vehicle before conversing. Always secure the phone in its holder; do not place the phone on the passenger seat or where it can break loose in a collision or sudden stop.

The use of an alert device to operate a vehicle's lights or horn on public roads is not permitted.

Remember road safety always comes first!

Operating environment

Remember to follow any special regulations in force in any area and always switch off your phone whenever it is forbidden to use it, or when it may cause interference or danger.

When connecting the phone or any accessory to another device, read its user's guide for detailed safety instructions. Do not connect incompatible products.

As with other mobile radio transmitting equipment, users are advised that for the satisfactory operation of the equipment and for the safety of personnel, it is recommended that the equipment should only be used in the normal operating position (Held to your ear with the antenna pointing over your shoulder.).

Electronic devices

Most modern electronic equipment is shielded from radio frequency (RF) signals. However, certain electronic equipment may not be shielded against the RF signals from your wireless phone.

Pacemakers

Pacemaker manufacturers recommend that a minimum separation of 20 cm (6 inches) be maintained between a handheld wireless phone and a

pacemaker to avoid potential interference with the pacemaker. These recommendations are consistent with the independent research by and recommendations of Wireless Technology Research.

Persons with pacemakers:

- Should always keep the phone more than 20 cm (6 inches) from their pacemaker when the phone is switched on;
- Should not carry the phone in a breast pocket;
- Should use the ear opposite the pacemaker to minimise the potential for interference.
- If you have any reason to suspect that interference is taking place, switch off your phone immediately.

Hearing aids

Some wireless phones may interfere with some hearing aids. In the event of such interference, you may want to consult your service provider.

Other medical devices

Operation of any radio transmitting equipment, including cellular phones, may interfere with the functionality of inadequately protected medical devices. Consult a physician or the manufacturer of the medical device to determine if they are adequately shielded from external RF energy or if you have any questions. Switch off your phone in health-care facilities when any regulations posted in these areas instruct you to do so. Hospitals or health-care facilities may be using equipment that could be sensitive to external RF energy.

Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles (e.g. electronic fuel injection systems, electronic anti-skid (anti-lock) braking systems, electronic speed control systems, air bag systems). Check with the manufacturer or its representative regarding your vehicle. You should also consult the manufacturer of any equipment that has been added to your vehicle.

Posted facilities

Switch your phone off in any facility where posted notices so require.

Potentially explosive atmospheres

Switch off your phone when in any area with a potentially explosive atmosphere and obey all signs and instructions. Sparks in such areas could cause an explosion or fire resulting in bodily injury or even death.

Users are advised to switch off the phone when at a refuelling point (service station). Users are reminded of the need to observe restrictions on the use of radio equipment in fuel depots (fuel storage and distribution areas), chemical plants or where blasting operations are in progress.

Areas with a potentially explosive atmosphere are often but not always clearly marked. They include below deck on boats; chemical transfer or storage facilities; vehicles using liquefied petroleum gas (such as propane or butane); areas where the air contains chemicals or particles, such as grain, dust or metal powders; and any other area where you would normally be advised to turn off your vehicle engine.

Vehicles

Only qualified personnel should service the phone, or install the phone in a vehicle. Faulty installation or service may be dangerous and may invalidate any warranty which may apply to the unit.

Check regularly that all wireless phone equipment in your vehicle is mounted and operating properly.

Do not store or carry flammable liquids, gases or explosive materials in the same compartment as the phone, its parts or accessories.

For vehicles equipped with an air bag, remember that an air bag inflates with great force. Do not place objects, including either installed or portable wireless equipment in the area over the air bag or in the air bag deployment area. If in-vehicle wireless equipment is improperly installed and the air bag inflates, serious injury could result.

Switch off your phone before boarding an aircraft. The use of wireless telephones in an aircraft may be dangerous to the operation of the aircraft, disrupt the wireless telephone network and may be illegal.

Failure to observe these instructions may lead to suspension or denial of telephone services to the offender, or legal action or both.

Emergency calls

Important!

This phone, like any wireless phone, operates using radio signals, wireless and landline networks as well as user-programmed functions which cannot guarantee connection in all conditions. Therefore you should never rely solely upon any wireless phone for essential communications (e.g. medical emergencies).

Remember, to make or receive any calls the phone must be switched on and in a service area with adequate signal strength.

Emergency calls may not be possible on all wireless phone networks or when certain network services and/or phone features are in use. Check with local service providers.

To make an emergency call:

1. If the phone is not on, switch it on.
2. Press © as many times as needed (e.g. to exit a call , to exit a menu etc.) to clear the display.
3. Key in the emergency number for your present location (e.g. 112 or other official emergency number). Emergency numbers vary by location.
4. Press ⊂⊃ **Call**.

If certain features are in use (Keypad lock, Call barring etc.), you may first need to turn those features off before you can make an emergency call. Consult this document and your local cellular service provider.

When making an emergency call, remember to give all the necessary information as accurately as possible. Remember that your wireless phone may be the only means of communication at the scene of an accident - do not cut off the call until given permission to do so.

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